

Paragons of the Burning Sky by Russell Morrissey

Welcome to *Paragons of the Burning Sky*. This short book is designed to accompany the War of the Burning Sky Campaign Saga from EN Publishing, and to present a number of themed character development options to your players.

A paragon path is an area of specialization which gives your character new abilities and capabilities alongside his primary class. Each paragon path has a number of prerequisites which must be fulfilled before the path can be taken; in the case of War of the Burning Sky, these prerequisites may include role-playing requirements (such as affiliation with a certain mentor) in addition to mechanical requirements.

A paragon path may be chosen at 11th level. Your character may only select one paragon path. The D&D 4TH EDITION PLAYER'S HANDBOOK contains an introduction to paragon paths and a number of generic paths; the paths in this book are unique to the War of the Burning Sky Campaign Saga, although a creative DM may find ways to place them in other settings.

You should try not to simply hand out these paragon paths. They are an excellent immersion tool into the game world, and are more than simply a set of powers. Highlight the role-playing aspects of the paths, and utilize the suggested NPCs to mentor the heroes.

One of the paragon paths presented here is reprinted from Adventure Three, *Shelter from the Storm*. It is included here for the sake of completeness, convenience, and because your players will be unlikely to have access to the actual adventure in which it is found.



For use with the 4th Edition

DUNGEONS & DRAGONS®

ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook,® Monster Manual,® and Dungeon Master's Guide® Player's Handbook® 2, Monster Manual® 2, Adventurer's Vault™ core rulebooks, available from Wizards of the Coast, LLC

Aspirant of the East Wind

"I am as lightning — fear my strike!"

Prerequisites: Dexterity 13+, Monk or Sorcerer, Initiate of the East Wind feat (see *War of the Burning Sky Player's Guide*)

Using powers taught at the Monastery of Two Winds, East Wind monks fuse martial arts and the elemental power of lightning into a ferocious and spectacular combat style. Their kicks and punches crackle with blue electrical energy, and they have the ability to hurl lightning at their foes and even transform into a bolt of lightning to cross a battlefield in an instant, shocking enemies in their path.

ASPIRANT OF THE EAST WIND CLASS FEATURES

Lightning Fist (11th level): Your melee attacks do additional lightning damage equal to your Dexterity bonus.

Charging Up (11th level): When you spend an action point, you can release absorbed elemental energy in a cracking shield of electrical energy, giving you a +4 bonus to AC, Reflex, and Fortitude until the end of your next turn, and adding bonus damage equal to your Dexterity bonus to any opponent who succeeds in an attack roll against you.

Electric Affinity (16th level): You gain Resist 20 to lightning damage. Every time you are struck by a power with the Lightning keyword, you gain 2 temporary hit points.

ASPIRANT OF THE EAST WIND POWERS

Lightning Blast

You direct lightning energy at your foe.

Aspirant of the East Wind Attack 11 * Arcane, Lightning
Standard Action; Encounter

Ranged 5

Target One enemy

Attack Dexterity vs. AC

Hit 3d8+Dexterity modifier damage, and the target is dazed (save ends).

Electric Storm

Like a raging storm, your movements are faster than the eye can see.

Aspirant of the East Wind Utility 12 * Arcane, Lightning
Minor Action; Encounter

Personal

Effect Until the end of your next turn, your speed increases by 2, you do not provoke opportunity attacks, and you gain a +2 bonus to all defenses.

Like Lightning

You turn into a lightning bolt, shooting across the battlefield faster than the eye can see, blasting foes aside.

Aspirant of the East Wind Utility 20 * Arcane, Lightning
Move Action; Daily

Melee

Target All enemies in path

Attack You move double your speed in a straight line. You gain one attack (Dexterity vs. Fortitude) against each enemy in or adjacent to your path which does 2d8+Dexterity modifier damage and pushes each target 1 square. You do not provoke opportunity attacks during this action, and may pass through enemy squares.

Biomancer

“The secrets of improving the flesh are mine!”

Prerequisite: Any arcane class.

Biomancers are fascinated by the idea of altering nature’s designs — the very antithesis of a druid. Biomancers usually look bizarre, often downright disgusting — extra eyes, flippers, scales, horns, ears, and so on. Heroes in the War of the Burning Sky campaign saga encounter biomantically altered creatures such as Lee Sidoneth pet squid, Lula, in Adventure Three, *Shelter from the Storm*, and will have met and possibly defeated Paradim Dogwood, Seaquen’s resident biomancer.

BIOMANCER PATH FEATURES

Altered Senses (11th level): You have altered your eyes, ears, or nose to increase your sensory abilities. You gain a +2 bonus to Perception checks and low-light vision.

Altered Limbs (11th level): You gain a new mode of travel at your normal speed. You may choose from swim or climb.

Elemental Secretion (16th level): You are able to ooze acid or poison (choose one). Once per round a melee attack does extra damage of that type equal to your Constitution bonus. In addition, your altered metabolism grants you a +1 bonus to saves.

BIOMANCER POWERS

Horrible Visage

Your altered flesh causes your opponent to draw back in disgust.

Biomancer Attack 11 * Arcane

Minor Action; Encounter

Melee Touch

Attack INT or CHA vs. Will.

Hit 1d8+CHA modifier psychic damage, and you push your opponent one square.

Rapid Biomantic Adjustment

You are able to make rapid temporary biomantic adjustments to your body.

Biomancer Utility 12 * Arcane

Move Action; Encounter

Personal

Effect Until the end of the encounter you gain one of the following: darkvision, tremorsense, water-breathing, resist 5 to one energy type of your choice, or reach 2.

Forced Biomantic Mutation

You force an unpleasant biomantic change to your target's body.

Biomancer Attack 20 * Arcane

Standard Action; Daily

Range 10

Target One creature.

Attack INT or CHA vs. Fortitude.

Hit 2d8+CON modifier acid or poison damage, and the target suffers one of the following effects until the end of your next turn, after which the effect lasts until save ends; in addition the target is dazed until the end of your next turn.

Choose one energy type. The target loses any resistances and immunities to it and gains vulnerable 10 to it.

Target loses one movement option (burrow, fight, swim, climb, teleport). If it has no movement options remaining, it gains a land speed of 2.

Target's reach is reduced to 1.

Target loses any special senses such as blindsense, tremorsense, darkvision, etc. If it has no sensory options remaining, it is treated as blind.

Target loses any regeneration it has.

Miss Half damage and the effect only lasts until the end of your next turn. The target is not dazed.

Disciple of the West Wind

"I am as the wind around you — bow before my breath!"

Prerequisites: Wisdom 13+, Monk or Cleric, Initiate of the West Wind feat (see *War of the Burning Sky Player's Guide*)

Using powers taught by the Monastery of Two Winds, West Wind monks blend martial arts with the power of flight. West Wind monks are dynamic and mobile opponents, and hardly ever remain still in combat.

DISCIPLE OF THE WEST WIND CLASS FEATURES

Floating on Air (11th level): You gain a flight speed 6, but must land at the end of your movement or fall.

On the Wings of the Wind (11th level): When you spend an action point, you gain a flight speed of 12 until the end of your next turn.

Eagle's Flight (16th level): You are able to maintain your Floating on Air flight speed from round to round if you spend a minor action to sustain it; this power grants the hover ability.

DISCIPLE OF THE WEST WIND POWERS

Flying Kick

You leap into the air, feet first, to deliver a powerful blow to your opponent.

Disciple of the West Wind Attack 11 * Divine

Standard Action; Encounter

Melee Touch

Target One enemy

Attack WIS vs. Fort

Hit 3[W]+WIS modifier damage, and the target is dazed (save ends).

Whirlwind

Spinning like a raging tornado, you deliver blows to all close by, driving them away.

Disciple of the West Wind Attack 12 * Divine, Weapon

Standard Action; Encounter

Close Burst 2

Target All enemies in burst.

Attack WIS vs. Fort

Hit 1[W]+WIS modifier damage, and the target is dazed (save ends).

Effect The target is pushed 2 squares.

Like a Hurricane

Using the forces of nature, you hurl yourself into the air, driving towards your foes with the unstoppable fury of a hurricane.

Disciple of the West Wind Utility 20 * Divine

Move Action; Daily

Melee Touch

Target All enemies in path

Attack You move double your speed in a straight line. You gain one attack (Strength vs. Fortitude) against each enemy in or adjacent to your path which does 2[W]+WIS modifier damage and pushes each target 2 squares. You do not provoke opportunity attacks during this action, and may pass through enemy squares.

Gate Pass Resistance Fighter

"We will use every resource and fight to our last breath before we surrender our freedom!"

Prerequisite: Blade of the Resistance feat (see *War of the Burning Sky Player's Guide*).

Those heroes who began their story in Gate Pass may well empathize with the resistance based there, especially those who met Rantle. Gate Pass Resistance Fighters are adept at gathering information, sneaking, setting ambushes, and fighting impossible odds with unconventional tactics. Alternatively, General Xavious Foebane, based in Seaquen, is a good source for guerrilla and resistance-based fighting tactics.

GATE PASS RESISTANCE FIGHTER PATH FEATURES

Ambush (11th level): When you have a surprise round, you are able to use a full round of actions.

Unconventional Tactics (11th level): Occasionally you can pull something truly original out of the bag. You can spend two action points in the same encounter (but no more than one per round).

Inspiring Presence (16th level): Your leadership and self-sacrifice causes many to look to you for inspiration. You project an Aura 5 which grants your allies a +1 bonus to saving throws.

GATE PASS RESISTANCE FIGHTER POWERS

Freedom!

Your desire for freedom is so great that enemies find it almost impossible to pin you down.

Gate Pass Resistance Fighter Utility 11 * Martial

Immediate Interrupt; Encounter

Personal

Effect You are able to immediately end a grab, immobilized, or restrained status and shift one square.

Against All Odds

You fight best when battling impossible odds.

Gate Pass Resistance Fighter Utility 12 * Martial

Immediate Interrupt; Encounter

Personal

Effect If you are flanked you gain a +4 bonus to AC until the end of your next turn. In addition, you gain a +4 damage bonus until the end of your next turn.

Setting a Trap

You set a trap for your foes, cunningly using the environment as a weapon.

Gate Pass Resistance Fighter Attack 20 * Martial * Weapon

Standard Action; Daily

Zone 4x4

Effect You create a zone 4 squares by 4; at least one square of the zone must be adjacent to you, and you may be within the zone. You may trigger the zone's attack at any time as an Immediate Reaction. The zone disappears after the attack or at the end of the encounter.

Attack Wisdom or Dexterity vs. Reflex

Target All enemies in zone.

Hit 3d8+WIS modifier damage and target is immobilized, slowed, or blinded [your choice] (save ends).

Knight of the Aquiline Cross

“Your religion does not matter to me – my job is to heal.”

Prerequisite: Any divine class

The Order of the Aquiline Cross is a cross-denominational divine order devoted to healing and resurrection, though not necessarily pacifism. The Order is prevalent in Seaquen, and the heroes can easily meet members there. If necessary, Crystin (who takes over Laurabec Adelsburg’s role after the events of Adventure Three, *Shelter from the Storm*) can introduce heroes to an appropriate mentor.

KNIGHT OF THE AQUILINE CROSS CLASS FEATURES

Healing Touch (11th level): When you spend an action point, one ally within 10 squares regains 2d6 points and may make one immediate saving throw against a status effect which allows a save..

Lifted by Faith (12th level): Your devotion to life and healing grants you Regeneration 2 when bloodied, and a +2 bonus to death saving throws.

Clinging to Life (16th level): Allies within 5 squares of you gain a +2 bonus to death saving throws.

KNIGHT OF THE AQUILINE CROSS POWERS

Infuse Life

Your call upon the powers of life and lend your allies the strength to shrug off effects.

Knight of the Aquiline Cross Utility 11 * Divine

Standard Action; Encounter

Close Burst 5

Effect All allies within the burst get a free saving throw with a +2 bonus.

Dispel Curse

Your prayer counters your foes' attacks on your allies..

Knight of the Aquiline Cross Utility 12 * Divine

Minor Action; Encounter

Ranged 5

Target One ally

Effect You end one status effect upon an ally.

Resurrection

A prayer exhorts your god to restore a lost comrade to life.

Knight of the Aquiline Cross Utility 20 * Divine

Standard Action; Daily

Melee Touch

Target One ally

Effect You restore one dead ally to life, granting him one healing surge. The ally must be raised within one day of his death.

Lyceum Adept

“Education is the key to victory.”

Prerequisite: Any arcane class

The Lyceum at Seaquen is known for its scholastic approach to magic, and resources are plentiful. Lyceum Adepts have a wide and all-encompassing knowledge of the theories of magic. The Lyceum at Seaquen is currently training its formerly-scholarly students to fight in a war. Kiernan Stekart, head of the Lyceum’s Department of War, is spearheading this training and is an ideal contact for heroes who wish to take this path.

LYCEUM ADEPT PATH FEATURES

Scholastic Knowledge (11th level): Your wide range of arcane knowledge gives you one additional encounter power of your choice of your level or lower.

Arcane Insight (11th level): You know much about the theories and metaphysics of arcane lore and other subjects; you gain a +5 bonus to Arcana, Religion, and History checks.

Ritual Mastery (16th level): Once per day you may expend a daily attack or utility power to cast a ritual as a standard action. You must know the ritual, and you expend the normal component cost for the ritual.

LYCEUM ADEPT POWERS

Arcane Insight

Your knowledge of matters arcane teaches you many subtle and rare secrets. You are able to escape effects with ease.

Lyceum Adept Utility 11 * Arcane
Immediate Reaction; Encounter

Personal

Trigger You are subjected to an effect that a save can end

Effect You get an immediate saving throw vs. the effect at a +4 bonus.

Energy Mastery

You are able to fine-tune your magical effects to breach the weaknesses of your opponents.

Lyceum Adept Attack 12 * Arcane
Free Action; Encounter

Effect When you use a power with a damage type keyword you may change the keyword to any other damage type of your choice. If the power does not do ongoing damage, it now inflicts 5 ongoing damage of that damage type (save ends).

Learn Power

You study your opponent and mimic his power by manipulating obscure arcane forces.

Lyceum Adept Utility 20 * Arcane
Standard Action; Daily

Personal

Effect When an ally uses a power, you are able to use that power yourself until the end of the encounter. The power may be from any source.

Order of Echoed Souls

"I can see the very essence of your soul."

Prerequisites: Monk class

This order of monks uses comprehensive understanding of the mortal soul to add mystical techniques to their martial arts. Able to tap into the power of the soul, Echoed Soul monks are able to borrow the abilities of those they touch, or to drain their very life energy. Three Weeping Ravens is the spokesperson for the small refugee group of Echoed Soul monks camped outside Seaquen. The heroes first meet him in Adventure Three, *Shelter from the Storm*, and he accompanies them on their mission in Adventure Five, *Mission to the Monastery of Two Winds*. Adventure Seven, *Trial of Echoed Souls*, delves into the history of this order in more detail.

ORDER OF ECHOED SOULS CLASS FEATURES

Bound Soul (11th level): Your affinity and strength of soul becomes almost impenetrable. You gain resistance 10 to psychic damage and immunity to powers with the *charm* keyword.

Soul Visage (11th level): You are able to see the auras of others' souls. Any attacks vs. Will gain a +2 bonus because you know exactly which aspects of their psyche to attack.

Perfect Soul (16th level): Any opponent who attempts to use a power with the Psychic keyword on you finds himself reflected; the attacker attacks himself instead (immediate interrupt).

ORDER OF ECHOED SOULS POWERS

Borrow Power

When attacked, you are able to view the very source of the attacking power, gaining the ability to briefly use it yourself.

Order of Echoed Souls Utility 11 * Martial, Psychic
Immediate Reaction; Daily

Personal

Effect When successfully attacked by a power, you are able to use that power yourself until the end of your next turn.
The power may be from any source.

Soul Breach

Grasping your opponent, you force him to look into the blackness of his own soul.

Order of Echoed Souls Attack 12 * Martial, Psychic
Standard Action; Encounter

Melee Touch

Target One creature

Attack WIS vs. Will

Hit 3d8+WIS modifier psychic damage, and the target is stunned (save ends).

Absorb Souls

Raising your hands, you suck in the very soul essence of your foes.

Order of Echoed Souls Utility 20 * Martial, Psychic
Standard Action; Daily

Close Burst 5

Target All enemies in burst

Attack WIS vs. Will

Hit 2d8+WIS modifier psychic damage, the targets are stunned (save ends), and you gain 1d6 hp for each Heroic Tier target, 2d6 hp for each Paragon Tier target, and 3d6 hp for each Epic Tier target. You inflict damage.

Miss The targets are dazed (save ends).

Ragesian Inquisitor

"I bring the scourge upon the practitioners of foul sorcery!"

Prerequisite: Any divine class

Ragesian military anti-magic clerics, the Inquisitors are distinctive in the bear-skins and their bear-skull masks. Trained to defeat and capture users of arcane magic, the Inquisitors are feared by all. While it is unlikely that heroes will have the desire or the opportunity to take up the mantle of a Ragesian Inquisitor, ambitious DMs who enjoy a bit of moral ambiguity in their games may wish to make this path available. It's likely that the heroes will have killed all the Inquisitors they meet in the course of the campaign saga, but Inquisitor Damius's personal effects and notes (see Adventure Three, *Shelter from the Storm*) contain a wealth of information for heroes who might wish to learn the way of the Inquisitor — even if only to fight the Ragesians more effectively.

RAGESIAN INQUISITOR PATH FEATURES

Rebuke Magic (11th level): As an immediate interruption once per encounter, you may negate a conjuration or zone as if you used the *Dispel Magic* spell (Wizard Utility 6) (see the D&D 4E PLAYER'S HANDBOOK).

Cleanse the Soul (11th level): When spending an action point, you gain a free saving throw against any statuses currently affecting you. In addition, any allies within 5 squares of you get one free saving throw.

Oath Mark (16th level): You may target one enemy within 10 squares with your Oath Mark. Against that enemy, you may roll twice when you attack, taking the higher of the two rolls. An Oath Marked enemy who scores a critical hit against you takes radiant damage equal to the critical hit's damage. In addition, you gain a +5 radiant damage bonus against an Oath Marked enemy who willingly moves away from you until the end of your next turn.

RAGESIAN INQUISITOR PRAYERS

Leska's Exhortation

Calling upon the vengeful power of Leska herself, you deal a crushing blow to your enemy's psyche.

Ragesian Inquisitor Attack 11 * Divine

Standard Action; Encounter

Range 10

Target One enemy

Attack WIS vs. Will

Hit 3d8+WIS modifier damage, and the target is dazed (save ends).

Greater Teleport

In a fiery conflagration, you teleport instantly to another location.

Ragesian Inquisitor Utility 12 * Divine, Teleportation

Move Action; Daily

Personal

Effect You teleport instantly any distance up to one mile to a location you have seen.

Vengeance Barrier

With a prayer to Leska, enemies close to you are thrust violently back by a burst of radiant fire.

Ragesian Inquisitor Attack 20 * Divine, Fire, Radiant

Minor Action; Encounter

Close Burst 3

Target All enemies in burst.

Attack WIS vs. Fortitude

Hit 3d8+WIS modifier damage, and target is stunned.

Effect The target is pushed 5 squares and knocked prone.

Solei Palancis

“The light of the Shining Lands dwells within me!”

Prerequisite: Eladrin (Shahalesti), fighter or paladin class, Shining Warrior feat (see *War of the Burning Sky Player’s Guide*)

Elite mage-knights of the Shahalesti, the Solei Palancis are also known as the “Shining Knights.” With light-based powers and a robust elitist — and distinctly racist — attitude, these warrior knights epitomize the Shahalesti, good and bad. Princess Shalosh, the daughter of the Shahalesti monarch Shaaladel, can introduce Shahalesti heroes to this path as early as Adventure Three, *Shelter from the Storm*.

SOLEI PALANCIS PATH FEATURES

Shining Strike (11th level): When you spend an action point, your weapon shines as bright as bright as the sun, blinding enemies within 10 squares (save ends) on a successful WIS vs. Will attack.

Shield of Light (11th level): You are surrounded by an eldritch glow in combat which grants you Resistance 5 against radiant, necrotic, psychic, and shadow damage, and gives you immunity to attacks with the disease keyword.

Aura of Life (16th level): You gain an aura 3 which automatically deals 10 points of radiant damage to the undead, demons and devils and grants you Regeneration 5 when bloodied.

SOLEI PALANCIS POWERS

True Strike

Your weapon glows with the light of the Shining Lands as you strike down your enemies.

Solei Palancis Attack 11 * Arcane, Weapon

Standard Action; Encounter

Melee Weapon

Target One enemy

Attack DEX or STR vs. AC

Hit 3[W]+WIS modifier damage, and the target is stunned (save ends).

Blinding Light

You direct the light from your weapon at your enemy, blinding him.

Solei Palancis Attack 12 * Arcane, Weapon

Standard Action; Encounter

Ranged 5

Target One enemy

Attack DEX vs. Fortitude

Hit 2d8+WIS modifier damage, and the target is blinded (save ends).

Effect The target is pushed 2 squares.

Flight of the Sun

Glowing with a brilliant light, your soar above your enemies.

Solei Palancis Utility 20 * Arcane

Move Action; Daily

Personal

Target Self

Effect You gain a flight speed 8 and a +4 bonus to AC and Reflex.

Sustain Minor

During *The Indomitable Fire Forest of Innenotdar*, the heroes may have acquired a *badge of the Solei Palancis*:

Badge of the Solei Palancis Level 8

This gold badge displays a pearl eight-point star inlaid against a sapphire field. Along the bottom, a silver silhouette of a city rises around the star’s lowest point.

Wondrous Item 3,400 gp

Property The star glows brightly when within 1 square of a Solei Palancis knight.

Power (Encounter) Minor Action. You gain a +5 radiant damage bonus to all attacks until the end of your next turn.

Power (Encounter) Standard Action. When two *badges of the Solei Palancis* are touched together, both knights receive a +2 power bonus to AC until the end of their next turns.

Trillith Bound

“Something has happened to me. I see things, but I don’t know why.”

Prerequisite: None

By the time they reach 11th level, the heroes know of the dream-spawned entities known as the trillith, but they probably don’t understand much about them. By the end of the campaign saga, they will have much more comprehensive knowledge. But even without that knowledge, any character may become Trillith Bound (as Crystin, Kather, and others are); we recommend only one hero do so, and that that hero not fully understand what is happening to him or her.

TRILLITH BOUND PATH FEATURES

Dream Knowledge (11th level): Your dreams provide you with obscure knowledge. You gain a +2 bonus to Arcana, Religion, History, Streetwise, and Nature checks.

Confusing Visions (11th level): When you use an action point, you get a confusing vision – perhaps of the future, perhaps of a dream – which provides you with a certain insight. You gain a +4 bonus to your next d20 die roll.

Bound by Dreams (16th level): Your dreams disturb you at night, because they seem to be someone else’s nightmares — those of a trapped child, bound in slumber. You do not understand these nightmares, but they affect your every waking moment, and your very demeanor unsettles people. You gain an aura 3 which causes psychic damage equal to your Wisdom modifier (minimum of 1) to anyone who enters it, friends and foes alike. (Once they are within your aura, creatures take no further psychic damage until they leave and re-enter your aura.) You also gain Resistance 10 to psychic damage and immunity to all powers with the Charm keyword.

TRILLITH BOUND POWERS

Resistance to Death

The trillith within you fights to keep you alive.

Trillith Bound Utility 11 * Arcane

Immediate Interrupt; Encounter

Personal

Effect You gain a +4 bonus to a death saving throw.

Nightmare Exodus

You release your nightmares in a burst of anguish and despair.

Trillith Bound Attack 12 * Arcane

Standard Action; Daily

Close Burst 5

Target All creatures in burst

Attack WIS vs. Will. You do 2d8+WIS modifier psychic damage to all creatures in burst, and all creatures are stunned (save ends).

Effect Target is dazed (save ends).

Feeding on Dreams

Your opponents’ attempt to attack your mind is nothing; you feed on his energy and turn it back on him.

Trillith Bound Utility 20 * Arcane

Immediate Interrupt; At Will

Personal

Trigger You are attacked by a power with the Psychic keyword

Effect You gain a +2 bonus to your Will defense. If the attack fails, it is turned back upon the attacker, automatically succeeding.

Wayfarer Cirqueliste

“The destination is more important than the journey, so skip the journey!”

Prerequisite: Trained in Arcana and either Acrobatics or Athletics

As an arcanist, you seek the momentous in everything. You can make creatures travel and skip through space to do more of the important things in time than others can. On your path as a Wayfarer cirqueliste, terrain no longer hinders and all your means of travel become more effective; you leap and climb farther and faster and even your stride is lengthened. Your enemies have learned to fear your control of space, for you control their movements as easily as you control yourself. But even as you bend space, you know that time is still in control. So you cheat time, and fill life with more importance than fate may decree, and so you celebrate what you are given and willingly share it with others in the grand stage of the world.

The Wayfarers were introduced in *Shelter from the Storm*, and the Wayfarer cirqueliste paragon path is reprinted here for convenience. Sheena Larkins is the leader of the Wayfarers, and is based in Seaquen. She accompanies the heroes for the first part of Adventure Five, *Mission to the Monastery of Two Winds*, but they can meet her first in *Shelter from the Storm*.

WAYFARER CIRQUELISTE PATH FEATURES

Traveler (11th level): When you take two move actions in a round, you move across difficult terrain as if it were normal and you do not provoke opportunity attacks.

Winking Step (11th level): When you spend an action point to take an extra action, you may teleport 5 squares before or after the action

Unanchored Transport (16th level): When you use an encounter or daily power with the teleportation keyword, you do not need line of sight to the teleport destination.

WAYFARER CIRQUELISTE POWERS

Keep Away

With a flick of your wrist and a shout, your enemy winks out of this plane and is trapped in another.

Wayfarer Cirqueliste Attack 11 * Arcane, Implement, Teleportation

Standard Action; Encounter

Ranged 10

Target One creature

Attack INT or CHA vs. Fortitude

Hit 2d6+INT or CHA modifier damage, and the target disappears into a demiplane and cannot take actions nor be targeted (save ends). The spell can be canceled by the caster as a free action. When the target returns, it reappears in the same space it occupied if it is currently unoccupied. Otherwise, it reappears in the nearest unoccupied space of its choice.

Group Jump

Your allies are transported out of harm's way.

Wayfarer Cirqueliste Utility 12 * Arcane, Teleportation

Standard Action; Daily

Area Burst 2 within 10

Target Each ally in burst

Effect You teleport each ally in the burst 5 squares.

Everywhere at Once

You wink in and out of this world, traveling short distances and appearing next to your foes, striking each one before you go to the next one.

Wayfarer Cirqueliste Attack 20 * Arcane, Implement, Teleportation

Standard Action; Daily

Close Blast 5

Target Each enemy in the blast

Effect You teleport to a square adjacent to each target in turn, in an order you choose, and make one attack against each target. When you have teleported to and attacked each of your targets once, you teleport back to your starting position.

Attack INT or CHA vs. AC

Hit 1[W]+INT or CHA damage.

The Living Blade

The heroes may have acquired this artifact in the Adventure Two, *The Indomitable Fire Forest of Innenotdar*. You may choose to allow the heroes to keep it into the paragon tier, in which case it “evolves” at the end of Adventure Four, *The Mad King’s Banquet*, following the defeat of the trillith Madness. The artifact’s Concordance must be reset to 5 if you choose to use it in this way — in effect, the player in question has a brand new (similar but more powerful) artifact. The evolved *Living Blade* is appropriate for paragon level characters.

The Living Blade (Evolved)

Paragon Level

This wooden blade shaped from the branch of a willow tree holds the passion and vigor of a living forest. Imbued with the life song and vitality of the woodland inhabitants, the Blade is a protector and defender of nature.

The *Living Blade* is a +2 greatsword with the following properties and powers.

Enhancement Attack rolls and damage rolls.

Critical +2d6 damage.

Property As a free action, you teleport the *Living Blade* to your hands from up to one mile away. It flares with a green nimbus and white flame when it teleports.

Property Once per day, the *Living Blade* can change to any type of melee weapon (standard action) and acquires that weapon’s category, group, proficiency bonus, damage die, and properties. Its weight is always 4 lb.

Property You can speak Elven and read the Rellanic script.

Property You gain a +4 bonus to all Nature checks.

Property (At-Will * Fire) Free Action. All damage dealt by this weapon is fire damage. Normal damage can be returned with another free action.

Property (At-Will) Minor Action. The *Living Blade* is bound to you. You may unbind it so that it may be bound to another, but it must be bound within 1 minute or the artifact moves on immediately. The *Living Blade* becomes unbound automatically upon your death.

GOALS OF THE LIVING BLADE

- Defend the normal cycle of death and rebirth of nature.
- Give trillith the deaths they so richly deserve.
- Become an inspiration and beacon of hope to woodland races.

ROLEPLAYING THE LIVING BLADE

The blade continually sings songs that only you can hear. They evoke images of growth and birth and death with complex harmonies and beautiful melodies. The songs are not distracting in normal activity, but crescendo when actions will affect its concordance with you. It speaks with a female voice when it is pleased with you.

CONCORDANCE

Starting score

5

Owner gains a level	+1d3
Owner or an ally attacks a trillith (max. 1/enc)	+2
Protects a fey creature (max. 1/enc)	+1
Owner is a fey creature	+2
Owner completes a quest for a fey or primal powered guardian (like a druid)	+2
Remain away from a forest for more than two weeks	-1
Fell or burn a tree	-2
Allow needless cruelty to animals	-2

TRULY BONDED (21+)

The sword and I are one.

You are truly bonded with the *Blade* in both goal and deed.

Property: You gain resist 10 to necrotic damage.

Property: The *Blade*’s enhancement bonus increases to +4.

Power (Daily): In natural surroundings, you may draw upon the allied primal power of the surrounding nature as an Immediate Interrupt triggered by a successful attack, giving you a +4 bonus to all defences until the end of your next turn; if the triggering attack would now miss, then you do not take the damage or effect.

Power (Daily): By sacrificing a healing surge, you may restore one dead creature with the nature keyword to life with hit points equal to its bloodied value or your healing surge value (whichever is less) as a standard action.

PLEASED (16–20)

The blood of Anyariel flows within. I am the champion-protector of the forest.

The Living Blade sings soothing songs of its pleasure to you. It glows with pride, shedding a constant dim green light in a 2-square radius.

Property: Your healing surges increase in effectiveness. Add your Wisdom modifier in hp to your surge value.

Property: You gain resist 10 fire.

Property: The *Blade's* enhancement bonus increases to +3.

Power (Daily): As a free action, when you hit with a melee attack using this weapon, you deal 3[W]+Strength modifier damage, and if the target shifts before the start of your next turn, you may shift a number of squares equal to 1+your Wisdom modifier.

Power (Daily): As a free action, when you hit an insubstantial creature, you cause it to become substantial until the end of your next turn.

SATISFIED (12–15)

Nature's song gives me strength to defeat its enemies.

You are a worthy successor to Anyariel, and the *Blade* adds verses to its song that will remain with it forever.

Power (Encounter): The *Blade* sucks heat from the air in a close burst 5, extinguishing normal fires and making the area's temperature equal to that of a cold winter's night until the end of your next turn.

Power (Daily): As a free action, when you hit with a melee attack using the *Blade*, your target is knocked prone and you and your target are both immobilized until the start of your next turn.

NORMAL (5–11)

I see the life of the forest needs my help.

The song of the *Blade* conjures images of the forest needing to be tended. Its tone is insistent but not overly annoying.

UNSATISFIED (1–4)

I am losing touch with the power of nature.

The *Blade's* song is urgent and dark and distracts you with its jarring melody.

Special: You take a –2 penalty to Nature checks and take a –1 penalty to attack rolls and damage rolls unless advancing the *Blade's* goals.

ANGERED (0 OR LOWER)

I have failed to keep the legacy of Anyariel.

The *Living Blade* sings in off keys and screeches during conversation, making it difficult to hear. You are not meeting the *Blade's* expectations, and it will soon leave.

Special: The *Blade's* enhancement bonus is eliminated and it loses its fire property.

Special: You take a –2 penalty to all Perception checks.

MOVING ON

The song is lost to me...

The *Living Blade* sees a need to pick a new champion-protector. When the character next gains a level, the blade disappears. If the blade is at least Pleased when it moves on, it leaves behind a wooden +2 *flameburst sword* of the type last used by the owner, and the owner gains a permanent +1 bonus to Nature checks.

Book of Lost Sorcery

Paragon Level

This book is an ancient dragonborn tome, delving into the theories and practices of dragon magic.

The *Book of Lost Sorcery* has the following properties and powers.

Property A non-dragonborn attempting to examine the book is subject to an attack +20 vs. Will. If the attack succeeds, the target is stunned (save ends) and takes 6d6 psychic damage.

Property You gain a +6 bonus to your Arcana skill and a +2 bonus to your Religion and History skills.

Property This book contains all rituals up to Level 10.

Power (Daily) Standard Action. At the cost of a healing surge you can use any encounter or at-will power in your class power list, even if you do not have the power normally.

Power (Daily) Standard Action. You can use the theories in the book to reference and augment the disarming of magical traps. You roll twice, taking the higher roll.

Power (Encounter) Free Action. When you next use a power with a damage keyword, you may change it to another keyword from the following list: fire, cold, lightning, radiant, force, acid.

Dasseni Warhorse

The Dasseni Warhorse is a powerful mount, and becomes available to the heroes during Adventure Four, *The Mad King's Banquet*. It is suitable for paragon level characters. One such horse can be won during the jousting section of King Steppengard's tournament. The acquisition of such a horse should be rare: they cannot be bought normally, but must be gifted to a hero from an NPC.

Dasseni Warhorse

Level 10 Elite Brute • XP 1,000

Large natural beast

HP 264; Bloodied 132

Initiative +9

Perception +14; low-light vision

AC 24; Fortitude 26; Reflex 21; Will 18

Saving Throws +2

Speed 10

Action Points 1

Traits

> Charger (mount) • At-Will

While mounted by a friendly rider of 3rd level or higher with the Mounted Combat feat, the warhorse grants its rider a +7 bonus to damage rolls on charge attacks.

Standard Actions

mKick • At-Will

Attack: Melee 1 (one creature); +13 vs AC

Hit: 1d8+7 damage.

M Trample • At-Will

The warhorse can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the warhorse must end its move in an unoccupied space. When it enters an enemy's space, the warhorse attacks.

Attack: Melee 1 (one creature); +11 vs Reflex

Hit: 1d8+8 damage, and the target is knocked prone.

Free Actions

> Jumper (mount) • Encounter

While mounted by a friendly rider of 9th level or higher with the Mounted Combat feat, the warhorse gains a +6 bonus to its next jump check.

M Mighty Charge (mount) • Daily

While mounted by a friendly rider of 13th level or higher with the Mounted Combat feat, the warhorse gains a +2 speed bonus until the end of its next turn. The warhorse grants its rider a +10 bonus to the damage roll on a charge attack, and the target is knocked prone. If the horse has movement left after the attack, it may continue onwards without provoking an opportunity attack.

Triggered Actions

> Defender (mount) • Encounter

Trigger: While mounted by a friendly rider of 8th level or higher with the Mounted Combat feat, the rider uses a free action to activate this ability.

Effect (Imm Int): The warhorse grants its rider a +5 bonus to AC until the end of his next turn.

> Sturdy (mount) • Encounter

Trigger: The rider is knocked prone.

Effect (Imm Int): The rider remains a horse instead.

Alignment Unaligned; Languages —

Str 25 (+12) Dex 18 (+9) Wis 18 (+9)

Con 22 (+11) Int 6 (+3) Cha 14 (+7)

Sights of Dassen

The heroes will, by the end of *The Mad King's Banquet*, be fairly familiar with the kingdom of Dassen. They'll have visited Bresk and Gallo's Fend, the strongholds of Lady Timor and Lord Dashgoban, and traveled through numerous other areas along the way. Dassen is a fairly big place, however, and there are other locations of interest – ideal for setting a small side quest or just for fleshing out the background. They might even be used as terrain-based rewards for the heroes, allowing the heroes to take the place of the rulers listed below.

Raven's Reach

Just to the south-west of Bresk there is a small shrine to the god of death, lying at one end of a long, low basin of a valley. The shrine used to be the largest of the mausoleums built within the valley to hold the dead of the city, but it has long since been outstripped by nobles wishing to out-do one another even in death with lavish displays of extravagance.

The mausoleum stirs anew as priests wander the alleyways between the dark stone shrines, rededicating the valley to the Lady of the Long Shadow. The shrine itself rings with the calls of master craftsmen and journeymen, commissioned by the new Lord to make the shrine worthy of the city of Bresk. Journeyman carpenters strive to raise shelters for workers before starting construction on a number of large barns and stables in the hills beyond where it is rumored that Sir Tarn, the templar newly ennobled with these lands intends to breed raven-horses, or even basilisks or dragons.

Tradesmen return even now from the Pitchwood with barrels of exotic liquids as the dead from the conflict in the

North return for cremation and burial. With workers and worship, even the ravens return to this place, and as the sun sets new life has breathed into this dusty valley of the dead, newly christened Raven's Reach.

Ruler: Sir Tarn, paladin of the death goddess.

Properties: The links to the goddess of death are strong here. A character who worships the goddess gains a +2 bonus to hit with any divine attack powers used within Raven's Reach.

Delnos Vale

Nestled between two rocky outspurs of the Otdar Mountains on the Western edge of Dashgoban, the Delnos Vale is four miles wide at the base, narrowing to only two miles wide where the lush vegetation gives way to the mountains five or six miles up the valley.

The vale is a haven for the natural world. By order of King Steppengard it is a capital crime for any to hunt the inhabitants of the vale on two legs. Almost the entire area is forest, made up of a wide variety of trees of unusual appearance, each is twisted and unique. Some areas are full of dense vegetation and are almost impassable to the unwary, in other places the trees suck all the energy from the area and the ground is totally bare of shrubs. Many types of animal use the vale as a breeding ground, safe from human hunters and then return to the world outside once their young grow old enough to fend for themselves. Among the few permanent residents are a pack of dogs befriended by the grove's Lord, Sir Grusalock, during the dash North from Bresk during the winter.

In a hidden grove within a deep overgrown thicket is a low hillock. Upon it is a single particularly crooked tree at the base of which is a simple altar to Melora, goddess of the wilderness, made from carefully placed pieces of fallen

Design Note

These terrains were originally created by the players in the publisher's game group. At the end of *The Mad King's Banquet*, King Steppengard grants landholdings to the heroes. The DM had the players describe their landholdings, and these are the areas they created. The ruler of each area is a player character in the publisher's home campaign, and will be used for mini-adventures spread out across the rest of the campaign saga.

deadwood.

Ruler: Sir Grusalok, druid.

Properties: The Living Blade has a particular affinity for this area. When within Delnos Vale, the Living Blade operates as if one Concordance category higher than it currently is.

The Isle of Storms

There is an isle off the coast of Dassen that juts up out of the sea like a column of black smoke, where no boat may land due to sheer cliffs on all sides. The place is surrounded by angry waves, constantly foam flecked beneath a wild grey sky that even in the summer months always threatens rain. Frequent storms lash the isle and the keep that lies upon its flat plateau, the wind howls as if in competition to be heard against the never ending peels of thunder that ring like the bells of a church. It said that on occasion the keep is occupied by the self proclaimed ‘Storm King’, Sir Talasar, Knight Bachelor.

Ruler: Sir Talasar, “The Storm King”, battle-cleric.

Properties: The Isle of Storms has some kind of elemental connection to the very storms surrounding it. Any attacks using the Lightning keyword gain a +2 bonus to hit when used on the Isle. In addition, when on the Isle of Storms, the *Scepter of the Storm King’s* (see below) enhancement bonus increases to +4.



Scepter of the Storm King

Paragon Level

The symbol of rulership for the Storm King, the ruler of the Isle of Storms located off the coast of Dassen. This scepter harnesses the power of storms, granting its wielder the ability to control the very weather. It crackles with lightning, and when it strikes the distant boom of thunder can be heard.

The *Scepter of the Storm King* is a +3 mace with the following properties and powers.

Enhancement Attack rolls and damage rolls.

Critical +3d6 damage, or the target is dazed (save ends).

Property Divine characters can use this mace as a holy symbol implement for divine powers.

Property You can score a critical hit with this weapon on a roll of 19-20 when it is used as a weapon or an implement for a divine melee attack power.

Property You gain resist 10 lightning.

Property You gain a +2 bonus to your Reflex defense.

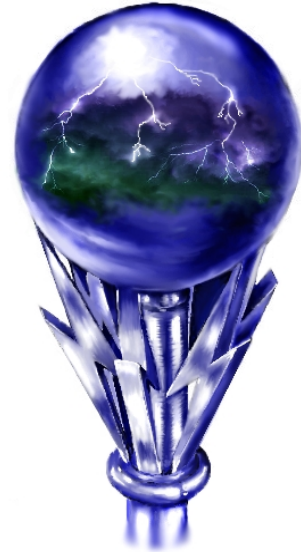
Power (At-Will * Lightning) Free Action. All damage dealt by this weapon is lightning or thunder damage. Normal damage can be returned with another free action.

Power (Daily * Lightning) Standard Action. You create a zone of storms and lightning until the end of your next turn; 5 squares by 5 squares zone within range 10. Creatures entering or beginning their turn in the zone suffer 10 lightning damage and are slowed until the end of their next turn. You can sustain this zone as a minor action.

Power (Daily * Lightning) Move Action. You transform into a bolt of lightning, crossing the battlefield in an instant. You move double your speed in a straight line and do not provoke opportunity attacks during this move. You must have line of effect to your destination, and the power does not grant flight; you interact with terrain in the normal way.

Power (Daily * Lightning, Thunder) . Immediate Reaction. Trigger: an enemy hits you with a melee or close attack. Effect: the triggering enemy takes 2d6 lightning damage and is pushed 1 square. Each enemy adjacent to an ally you can see takes 1d6 thunder damage.

Power (Encounter) . Immediate Interrupt. Trigger: an enemy hits you with an attack against your Reflex defense. Effect: the triggering enemy must re-roll his attack roll with a -2 penalty to the roll. .



Lost Vale of Kerrenor

Lady Timor looked in unconcealed alarm at the Shaman's request.

"Why would you name that place!?" she gasped. "Nothing useful comes out of there and nothing goes in. No one goes that way – not between the mountain and the Thornwood. The people up there are odd, unfriendly, some say cursed."

The shaman cocked his head to one side as if listening to something besides the concerned noble. He shook his long greasy hair from to side, grimacing.

"I am informed there is a sleeping power there that can be woken to serve the vengeance of the Firebear. This is the place I wish to be allotted. This is the place I wish to govern. I shall have no other"

Frowning Lady Timor smoothed down her dress and stood. "Very well Spiritsinger, if this is your wish I shall grant it. Kerrenor Vale shall be yours – I wish it brings you greater fortune than those who have gone before you."

Millennia ago the Vale was the home of the elemental spirit Kerrenor. He was an ancient spirit from before the elves were awoken to sentience. Even the eladrin thought of him as old. Kerrenor was the guardian of the land in which he lived and those simple creatures who peopled it. In those years the forest covered the whole of Dassen and the tree spirits were mighty. Gradually though the coming of the young peoples forced the forest back and the tree spirits began to slumber.

Not Kerrenor however.

He was the mightiest of the earth spirits and he was full of anger at the destruction wrought upon his forest. For many hundreds of years he fought the intruders viciously and the northern Thornwood came to have a dreadful reputation. The early settlers of the lands of Dassen avoided it.

Kerrenor fought implacably, treating intruders savagely and without mercy. Yet as the rain can wear down the mightiest of mountains so did the constant encroachment of the humans and other races gradually wear down the earth spirit. In every part of his beloved forest Kerrenor found the upstart young peoples making their homes or exploiting his woodlands. He could not be everywhere at once and so the inevitable march of history reduced the earth spirit. Falling gradually into despair Kerrenor became too grievously wounded in heart to continue, like the other earth spirits before him he slipped into sleep. However so savage had his defence been that, unlike his brethren, Kerrenor slept uneasily – dreaming angry nightmares of great slaughter, and sorrowful restless dreams of the land healed.

Centuries later his conflicted dreams of violence and succor continue to poison the vale in which he rests. Few people wish to live there – the land is ill-omened and unfriendly. Today the land is part of Timor, but it remains isolated and forgotten. No one wants it, no one cares. Kerrenor, and his land, are lost.

Ruler: Sir Farokai, spirit shaman.

"Where is the new spirit talker"? The old one barged past the father and knelt besides the mother, she was still slick with the sweat and blood of the child birthing.

"Old one, are you sure? Will the child be our new spirit singer?" Her eyes were wide with joy.

The old man crouched besides the sleeping child, his skinny withered arms sliding from beneath his rat skin cloak to pick up the new born.

"The spirits have foreseen the coming of this boy child, they cried out at his first breath". He held the child at arm's length, squinting at the sleeping babe this way and that. The old man's scowled, eyes glittering. "He is the future of the Firebear. Upon him will rest all the hopes of the tribe. Question me not woman. Have I not sung the spirits for the people these last fifty winters"?

He turned to the father. "Leave us now, take thy woman" he growled

Still weak the new mother was led out of the birthing place by her husband, leaving the bloodstained furs of her labor behind her. The old one scowled at them as they left, then he turned to the babe. Taking blood and viscera from the birthing blankets he smeared the child's face anew.

"Yes little One, the spirits told of thy coming, but they did not sing. They screamed thy name. Thou art our savior and our doom. Wielder of the Crin'aHarak shalt thou be, binder of the people, vengeance bringer. Vessel....abomination."

He spat

"Farokai shalt thy name be, may the spirits forgive me for not killing thee now."

Crin' aHarak

Paragon Level

The Crin'aHarak is a powerful item invested with centuries of primal power. Translated its name means "The Spirit Prison of the Vanguished". It is described as a necklace made of the various shrunken body parts of the fallen enemies of the Firebear tribe. Many moons ago it was lost to the world when Arakhan – the mightiest of the Firebear Shaman disappeared in the foreign lands of what is now the Ragesian Empire. It is said that the Crin'aHarak has the power to steal the powers of fallen enemies if their body parts are taken as trophy and added to the item. It is also said that the item has the power to summon the spirits of those imprisoned within it – forced to bear counsel to the shaman who wields it.

The Crin' aHarak has the following properties and powers.

Property Divine characters can use this necklace as a holy symbol implement for divine powers.

Property You gain resist 10 psychic.

Property You gain a +2 bonus to your Will defense.

Property The necklace is able to store one power formerly available to a dead creature through use of a ten-minute ritual which involves attaching a body part to the item. The necklace can only store one power at a time, and if another power is added, the former power disappears. The power can be used as a daily power (see below).

Power (Daily) Standard Action. You can use the stored power in the necklace as a standard action.

Power (At Will) Free Action. When you kill an enemy, you gain 5 temporary hit points.

Wellwarm Glacier

Far in the north of Dassen, deep in the Hettkonn Mountains, are the Winter Peaks, so called for the permafrost and glaciers which hold the peaks in an eternal winter. High in these peaks can be found a valley heated by a warm spring which has melted caverns and chambers within the ice of one of the mighty glaciers. Some of these caverns have been expertly worked into fantastic halls, decorated with ice statues and sculptures, and panes of ice which have been melted, dyed, and then frozen again to create beautiful hues of green, blue and purple.

The glacier is hard to find, lost in the peaks of the mountains. Even if one knows the way, a DC 20 Nature check is required to navigate the Winter Peaks and locate the glacier itself.

This area is ruled by Sir Wringwrath Winterborn, a dragonborn sorcerer, and populated by a small clan of dragonborn. The Glacier was granted to him as a landholding by King Steppengard following the Battle of Gallo's Fend.

Ruler: Sir Wringwrath Winterborn.

Properties: The intense cold of the Wellwarm Glacier causes all attacks using the Cold keyword to gain a +2 attack bonus. The temperatures are inhospitable to most, and a DC 10 endurance check is required in order to benefit from an extended rest.

Ice Companion

Paragon Level

This small enchanted construct of ice looks like a miniature dragon. In actuality, the Ice Companion is a store of knowledge – a book in draconic form, sculpted from ice and animated with lost dragonborn rituals.

The *Ice Companion* has the following properties and powers.

Property Only dragonborn can benefit from this item's properties and powers.

Property You gain a +6 bonus to your Arcana skill and a +2 bonus to your Religion and History skills.

Property The Ice Companion is able to recite all rituals up to Level 10.

Power (Daily) Standard Action. At the cost of a healing surge you can use any encounter or at-will power in your class power list, even if you do not have the power normally.

Power (Daily) Standard Action. You can use advice from the companion to reference and augment the disarming of magical traps. You roll twice, taking the higher roll.

Power (Encounter) Free Action. When you next use a power with a damage keyword, you may change it to another keyword from the following list: fire, cold, lightning, radiant, force, acid.

Elemental Tempest

Level 8 Hazard

Frequent minor ice storms frequent this glacial region – tiny, focused areas of extreme elemental fury which appear and disperse seemingly at random. Unprepared travelers are often killed by these extreme conditions.

Hazard The elemental tempest fills a 5x5 zone with howling snow, wind, and ice.

Nature A DC 20 nature check allows a character to notice the hazard one round before it appears.

A character entering or beginning their turn in the zone suffers 10 cold damage and is slowed until the end of their next turn.



Afterword

Other Paragon Paths

Other paragon paths appearing in the official rulebooks are also appropriate for the War of the Burning Sky campaign saga. For example, the wizard paragon path Battle Mage is an ideal fit for Gabal's School of War in Gate Pass, and the paladin paragon path Hospitaller suits the Knights of the Aquiline Cross. We believe that finding a way to give generic paragon paths a unique place in your campaign will improve your play experience.

Later in the Campaign Saga

Look out for *Destinies of the Burning Sky*, which expands these paragon paths into Epic Destinies, including:

High Inquisitor
Lyceum Instructor
Master of the East Wind
Master of the West Wind
Master of Echoed Souls
Resistance Legend
Solei Pancis Juggernaut
Wayfarer Exemplar

And more!